



Technology as a Tool in K-12 English and Literacy


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How are students
responding to
technology?

A classical statue of David, depicted with curly hair and a muscular physique, is shown holding a modern smartphone in his right hand. The statue is set against a background of stone wall panels. The image is a parody of Michelangelo's 'David'.

Spotify

Instagram

Facebook

Twitter

YouTube

WARNING!
Consumers not
creators!

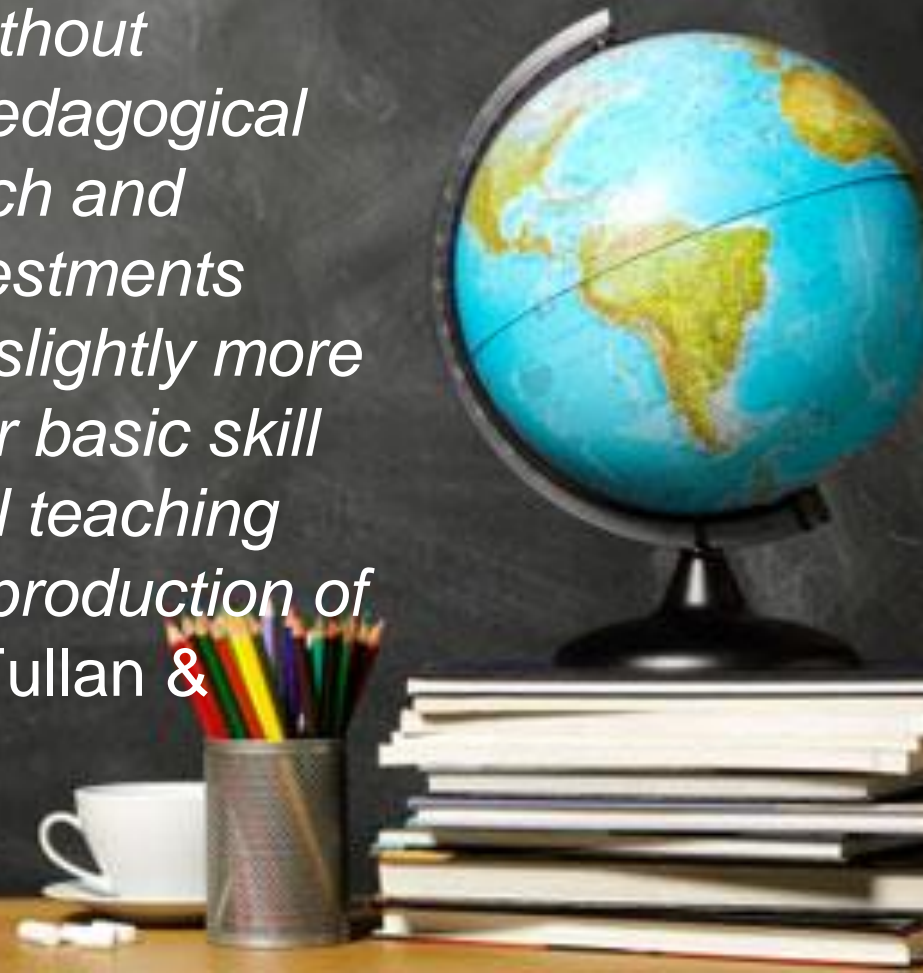
Learning for now and the future



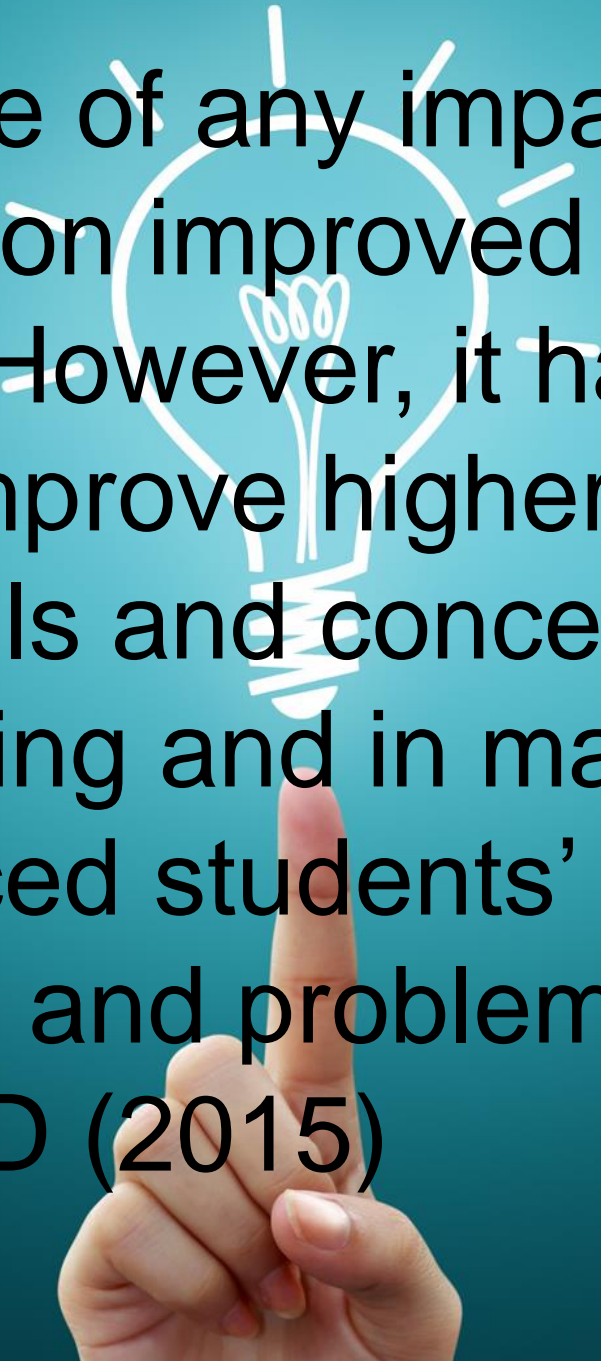
Our young people
need to develop:

- ❖ Agility
- ❖ Agency
- ❖ Empathy
- ❖ Creativity
- ❖ Critical
thinking
- ❖ Fluency
- ❖ Ideation skills
- ❖ Collaboration
skills

“Digital tools and resources have the potential to enable, expand and accelerate learning in ways previously unimaginable. But most of the billions invested by schools and education systems in technology have not achieved that potential. Without changes to the fundamental pedagogical models by which teachers teach and learners learn, technology investments have too often simply layered slightly more entertaining content delivery or basic skill practice on top of conventional teaching strategies that focus on the reproduction of existing content knowledge” (Fullan & Langworthy, 2014).



No evidence of any impact of technology on improved literacy outcomes. However, it has been shown to improve higher-order thinking skills and conceptual understanding and in many cases has enhanced students' creativity, imagination and problem-solving skills. OECD (2015)



The Australian Curriculum English reflects technology's importance by specifying that the integration of such technologies is 'critical', yet the extent to which digital literacies have featured in the Australian Curriculum is minimal and not detailed. At Year 10 level, for instance, the Australian Curriculum emphasises creating 'sustained' texts that may include 'digital' texts (ACELY 1756), although a broader definition of what constitutes 'digital texts' is not included.

Technology & Literacy

NAPLAN tests have shown the writing ability of Australia's students has not improved since 2008.



Technology & Writing

- Inspiration
- Creativity & co-creation
- Collaboration
- Feedback
- Publication
- Craft to artistry
- Global connections

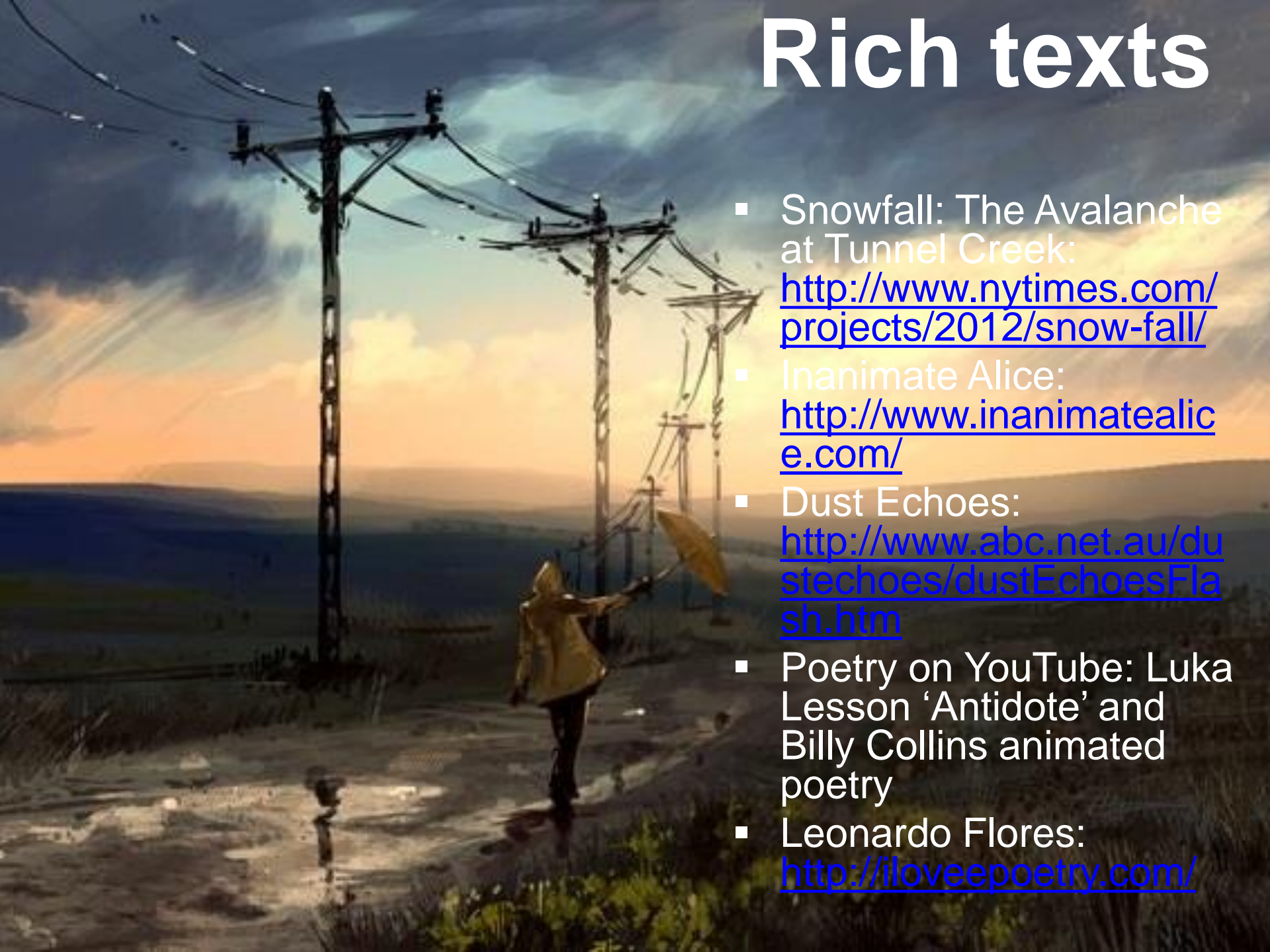



A silver laptop is open, displaying a photograph of a modern library interior. The library features tall, light-colored wooden pillars and long bookshelves filled with books. The floor is highly reflective, mirroring the pillars and shelves. The word "Inspiration" is overlaid in large, white, sans-serif font across the center of the laptop screen. The laptop is placed on a wooden surface, and the background behind it is a warm, orange-brown color.

Inspiration

Rich texts

- Snowfall: The Avalanche at Tunnel Creek:
<http://www.nytimes.com/projects/2012/snow-fall/>
- Inanimate Alice:
<http://www.inanimatealice.com/>
- Dust Echoes:
<http://www.abc.net.au/dustechoes/dustEchoesFlash.htm>
- Poetry on YouTube: Luka Lesson 'Antidote' and Billy Collins animated poetry
- Leonardo Flores:
<http://iloveepoetry.com/>



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- A close-up of a man's face, looking intently into a crystal ball. Inside the crystal ball, a vibrant landscape is visible: a large, leafy tree with reddish-orange foliage stands on a grassy hill. A small figure of a person is sitting on the grass near the base of the tree. The background within the crystal ball shows a bright, hazy sky. The man's face is partially visible on the right side of the frame, with his eyes focused on the crystal ball.
- Short of the Week:
<https://www.shortoftheweek.com/>
 - *The Alchemist's Letter*
<https://www.youtube.com/watch?v=fXbf0QSiLv4>
 - CGI award winning animations, such as *Worlds Apart* & *Home Sweet Home*

Creativity & co-creation



- A multimodal poem or narrative
- A character's blog or website
- Choose your own adventure
- iBooks
- Instagram tales
- A travel tale: Google Earth
- Google Lit Trip -
<http://www.googlelittrips.org/>
- Celtx play/film script -
<https://www.celtx.com/index.html>
- Museum Box
- Found poetry
- Pecha Kucha



Creativity through *Minecraft*

Mission to Mars

Using Minecraft - a rich text for use in the English classroom because, as a virtual world, it can be shaped by students, allowing for them to express their digital creativity and resourcefulness.

- ❖ Over 360 boys
- ❖ Interdisciplinary learning task
- ❖ Co-designed by students
- ❖ On-line collaboration

MARS MISSION

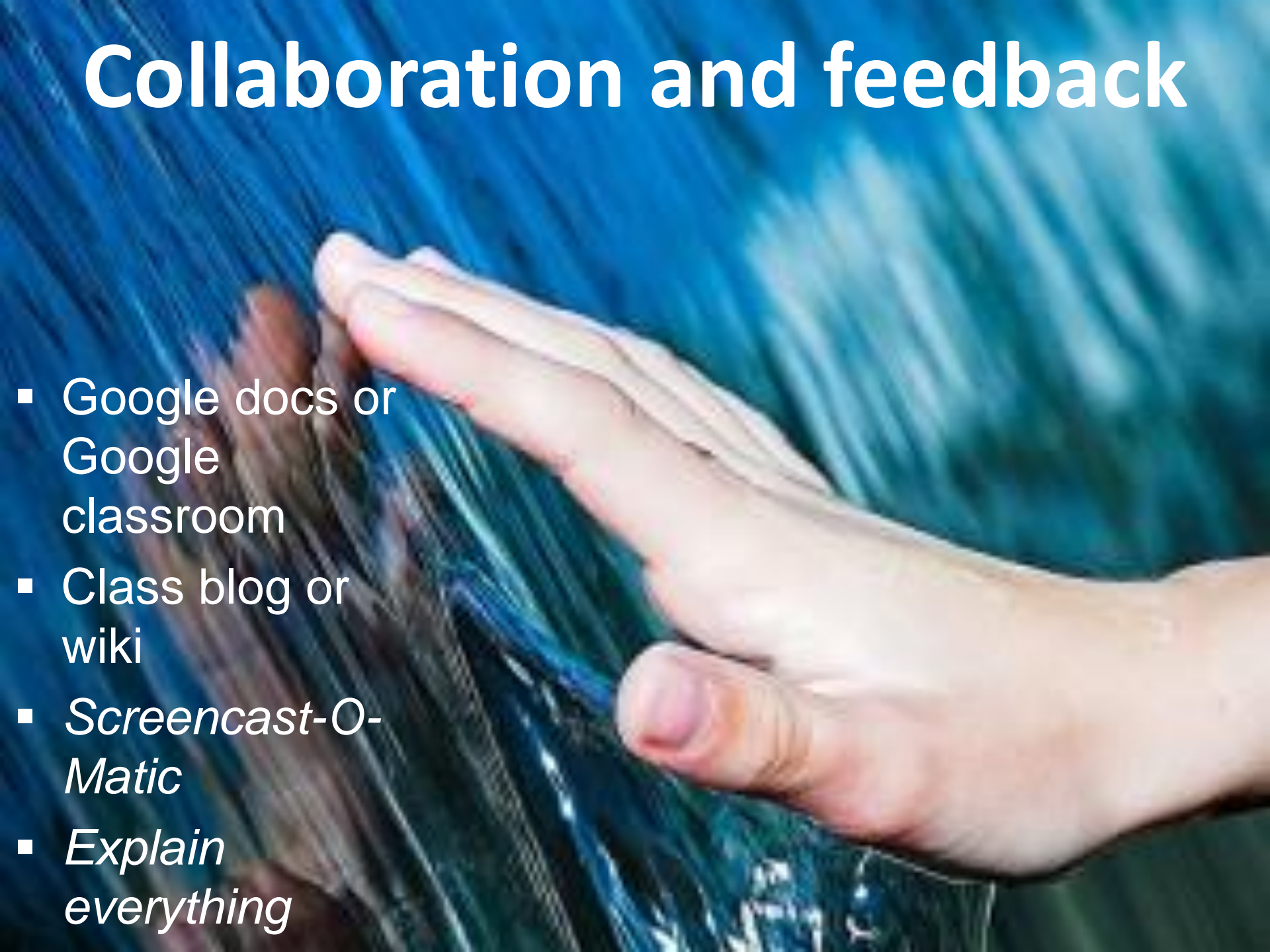
Craft to artistry

- Recording writing
- *Visuword*
- Learning from the masters
- Insert word – ‘new comment’



Collaboration and feedback

- Google docs or Google classroom
- Class blog or wiki
- *Screencast-O-Matic*
- *Explain everything*



Publication & Global Connections

- Asia Connexions
- Skype in the Classroom:
<https://education.microsoft.com/skype-in-the-classroom/overview>
- *Out of Eden* – National Geographic & Harvard:
<https://www.nationalgeographic.org/projects/out-of-eden-walk/>
- Epals: <https://www.epals.com/#/connections>
- Global Goals: <http://www.globalgoals.org/>





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